



Barbarian 1  
CLASS & LEVEL

Half-Orc  
RACE/ANCESTRY/HERITAGE

Outlander  
BACKGROUND

STR  
**+3**  
17

**+2** PROFICIENCY  
BONUS

#### SAVING THROWS

+5 Strength Saves \*  
+1 Dexterity Saves  
+4 Constitution Saves \*  
-1 Intelligence Saves  
+1 Wisdom Saves  
+0 Charisma Saves

DEX  
**+1**  
13

CON  
**+2**  
15

INT  
**-1**  
8

WIS  
**+1**  
12

CHA  
**+0**  
10

ARMOR  
CLASS  
(AC)

INITIATIVE

SPEED

**13** **+1** **30 ft.**

Armor Worn: none (Unarmored Defense)

HIT POINTS

**14**

HIT DICE

**1d12**

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d12+3 slashing damage. (Must be used two-handed.)

**Handaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

**Javelin.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Rage.** Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.

#### CLASS

##### Barbarian Class Features [PHB p. 46]

- Rage (2/day)
- Unarmored Defense (AC)

#### BARBARIAN RAGE

##### Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** greataxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 3 gold pieces (gp); 45 silver pieces (sp); 57 copper pieces (cp); 3 gems (worth 10 gp each)

##### Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Literally raised by wolves. Unkempt appearance.
- **Ideal:** Nature does nothing in vain.
- **Bond:** Values animals as people.
- **Flaw:** Afraid of unfamiliar magic.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, shields  
**Weapons:** simple weapons, martial weapons  
**Tools:** musical instrument (flute)  
**Saving Throws:** Strength, Constitution  
**Skills:** Animal Handling, Athletics, Intimidation, Nature, Survival  
**Languages:** Common, Orc, Draconic

#### RACE

##### Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 15 years old
- Medium Size (5' 5", 110 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)